



GUEST COLUMNIST: A Visit From A/K//A Dara

Hello. This is Lois F. visiting today, also known as Dara, a watcher of Nereyon in Peter M.'s Sunday game.

While Peter attempts to give a complete history of Nereyon in these pages* I would like to submit just some odds and ends, notes and such from our adventures over the past few years.



THE DOT

Peter, our GM, has hinted to us repeatedly that we belong in the Players' Hall of Shame because we still haven't figured out how to use a device we have acquired which we all refer to as The Dot. We learned about The Dot in a special spell book which we found whose pages (we found out later) seem to erase after you've read the instruc-

tions. This is bad if you're not really Paying Attention. So we now have this spell casting device which we hardly understand and never seemed to get any better at using. We can misuse it pretty well though, enough to make us pretty dubious about its worth under the circumstances. So now, for example, when Dara gets a certain crafty look on her face Robert or Jack may say suspiciously, "Are you thinking about using The Dot?" Or in an emergency, or when all else fails, they might say, "Alright. We might as well try using The Dot." We also call it the Dot of Death.

[Actually it's not that simple — I can't be too explicit here, obviously, but it's not as superficial-game-tricky a thing as it might seem. I won't be giving too much away by saying that there are some basic philosophical concepts involved. I'll also say here that, um, well, the incidence of ostentatious magic has decreased quite a bit since the early days of the campaign — kind of a Monty Haul situation in reverse, perhaps. 8^>} —>PM]

DO YOU THINK YOU COULD CLOSE THE PORTAL NOW?

This is one of my entries for Famous Last Words in Nereyon. Sam, a fellow Watcher and NPC got into some trouble after that line was spoken that took us about a year to get him out of. We had found an Opening into the

* a task I don't envy. We're very slow. We're the kind of players who can take three sessions to get out of a revolving door. (or) fight our way out of a paper bag.

Chaos plane [one formed out of the spine of a hideous human sacrifice that still lived —>PM] and had asked Sam to seal it for us, which was his Watcher specialty, and is a very dangerous thing to attempt. [When he failed, a chain of events ended up with Sam trapped on the Plane of Elemental Water in the body of a Water Elemental; the Elemental's spirit was likewise transposed into Sam's body, which surprised and discomfited the players for some time —>PM] What now follows is a verbatim conversation from the game, between three Watchers, Dara, Robert, and Sam. The conversation was all done in note form (why I can't quite remember, maybe we were all telepathically linked or something) and I kept the notes:

[The body of the human Chaos Gate had been worked into a hearth through which Chaos came. The fire in the hearth acted to burn away the Chaos as it flowed through — all the Elements in Nereyon have some effectiveness against Chaos. —>PM]

Robert: Sam, if you make the fires in the hearth lessen will the Chaos come through?

Sam: Probably.

Robert: Sam, would glass melt in that fire?

[The players had found that the human part of the Chaos Gate still lived — and breathed, through two small holes in the stone of the hearth. They considered plugging those holes with glass made malleable by Dara's

Form/Set Glass spell, thereby killing the human and (presumably) destroying the Gate. This was an option of last resort, as killing — even of a creature in such agony as the Human of the Chaos Gate — was distasteful to the PCs. —>PM]

S: I don't know.

R: Sam, could you put your aura into this dagger?

S: Maybe. Why? What's going on?

R: I tried and it didn't seem to work. Maybe you are better at this. As the dagger is affected so is the hearth. Try it?

[The dagger had been used to splay open the human in the first place, and to prepare the Gate. As such, it was linked to the Gate on a magical level —>PM]

S: It could be dangerous, but if you think it would help, I'll try. Should I try to close it? I mean, it isn't really open...

Dara: *Could* you close it or do something to it with your unique ability?

S: ? If I try, maybe I can drive out the chaos.

R: Sam, how do you feel about heating up that fire while we put the dagger partly in.

S: What's the point?

R: Maybe we can burn the dagger & thereby burn away the hearth.

S: Umm. Well, I could make just as hot a fire outside the hearth, and it

wouldn't be as dangerous.

R: Sure.

S: What? It would help if I could start the fire with something flammable first. I'd rather not rely on the Rod.

[Each of the Watcher PCs had found items of power in the Desert, on of which each related to their personal Watcher Power. Dara had found a crystal ball; Robert, a rope which would lengthen and shorten at his mental whim, and through which he could feel; and for Sam, a Rod with a cup at the end, from which different Elements could be summoned. —>PM]

(pause while Sam tries.)

R: HOTTER! (pause)

R: Never mind. (pause)

R: STOP! IT'S NOT WORKING!
(pause while Dara faints)

R: Sam, got any water?

S: What happened?

D: When I empathically contacted the hearth creature, something went wrong. I'm now trying to kill it. *[using the glass to plug its air holes —>PM]*

R: Is it dead yet?

D: Not yet.

R: Dying?

D: I think so.

R: Sam, is the portal closing?

S: No...I think it's getting stronger.

R: How?

S: I don't know! The Chaos is

stronger—can't you feel it?

R: Do you think you could close the portal now?

After that line was spoken, Sam tried closing the portal, the gamemaster rolled and we heard a surprised groan. Sam passed out; Dara and Robert had to carry him from the room and hide from the zombie guards that were coming.

Exactly.

So that was a Famous Last Line in Nereyon. This chapter has also been called, "When does a Sealing become a Flaw?"

GM HALL OF SHAME

My candidate for this gallery is Mr. Apathy. Typical behavior: Mr. Apathy will suddenly slump down in his chair, throw his jacket over his head and say "Wake me when you decide what to do." Mr. Apathy like it when PCs get into long discussions or debates amongst themselves because it gives him a chance to take a nap or do his laundry. *(I am filled with shame. 8^>}*
—>PM)

Well goodbye for now! If Peter ever lets me visit again I will probably bring my radio play entitled **RPG**
the CB.

A/K/A Dara

